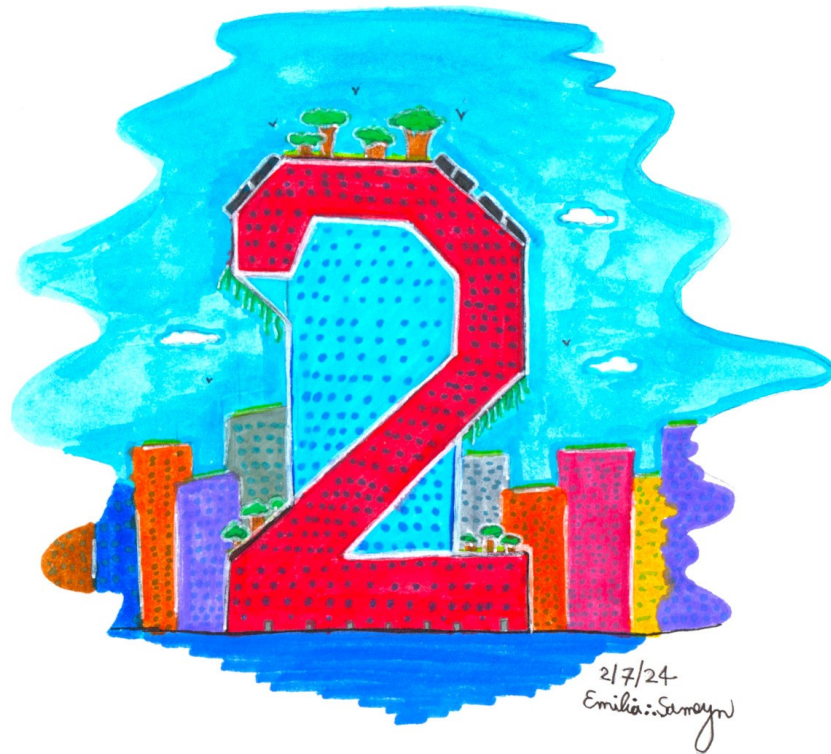


Green Silent Megacities Part 2

The Ideal Future?

By Emilia Sameyn Desmet

10/7/2024-21/7/2024



A big thank you to Erika, Adeline, Eduardo, Stephanie and everyone that gave me new ideas. I got so much feedback, it's hard for me to tell whom gave what idea. For this I'm sorry, I don't want to steal ideas, I just want to spread and show them, so these concepts might be tested, perhaps become a reality and thus create a better future.

1. Intro ENGLISH

When I showed everyone my Green Silent Megacities ideas, I got a lot of comments. This inspired me to make a Part 2.

You can read the first part here:

Full Title:

Green Silent MegaCities

(And the Stacked Highway!)

An Ideal World?

<https://drive.google.com/file/d/1s00cWTNdMhJkwIH5-B8hCY4ep4i00fkC/view>

https://archive.org/details/future-world_202401

[https://onedrive.live.com/?authkey=](https://onedrive.live.com/?authkey=%21A0gx6x0ty719agY&id=9623210E15C008D5%21105&cid=9623210E15C008D5&parId=root&parQt=sharedby&o=OneUp)

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First of let's repeat the most important parts of the first text:

1. The future will be 'silent'. Sounds will be kept under a certain limit (like 90Db). If people like a lot of noise there will be 'loud towns' for them, somewhere away from the other cities, where they cannot bother others.

2. The future will be 'green'. Buildings will have green roofs. There will be plants and greenery woven into the city infrastructure. Roofs will have solar panels as well.

3. People will live together in giant cities and giant buildings, this way there is more land for agriculture and especially lush nature away from human meddling.

4. Some people will want to live in nature away from the huge city, they should be able to do this in an environmentally friendly way. They will be called the 'Outsiders' and should not be discriminated against.

5. There should be no flashing lights. There should be no high visual clothing as these hurt some peoples eyes. There should be no bright LED lights as well. Only emergency services and road-workers can use high visual clothing.

6. There will be less focus on productivity. There will be a focus on solving climate change, science, art and personal freedom. There can be four hour workdays and, or four day work weeks.

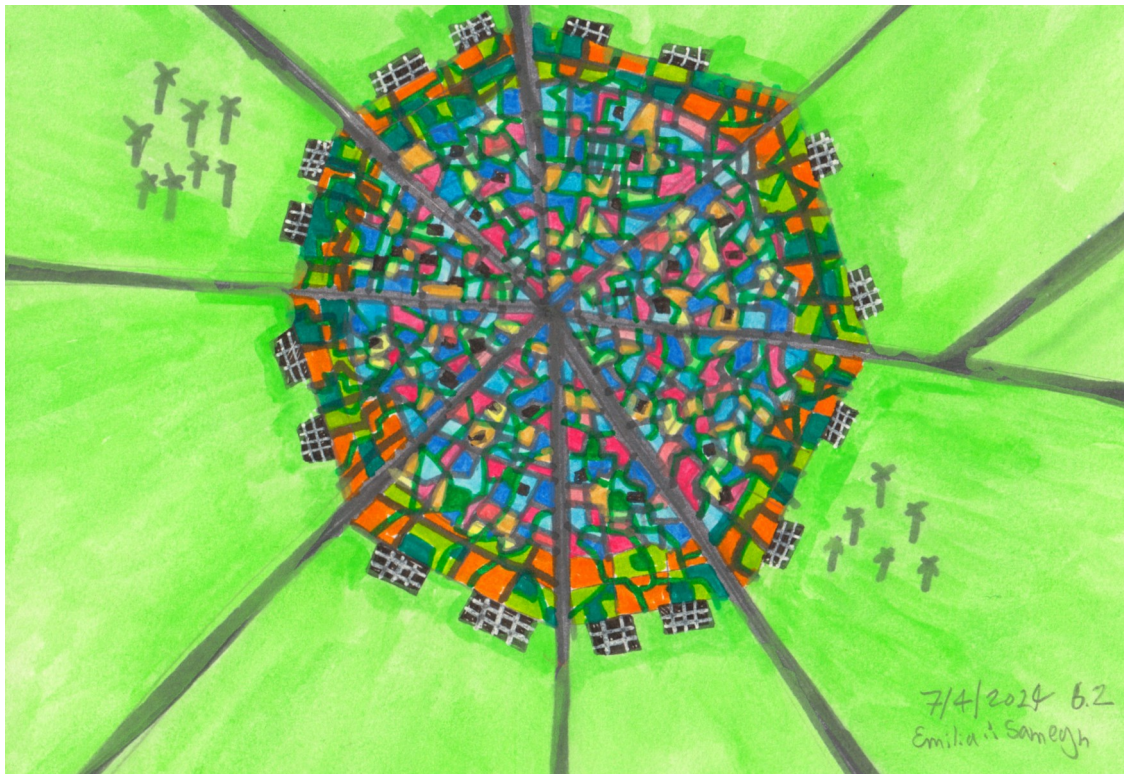
7. Future cities may be underground, underwater, in the sky or even in space. Humanity should adapt to live in space and on other planets. Perhaps humanity could spread across the stars.

Alright, now we can discuss some new ideas!

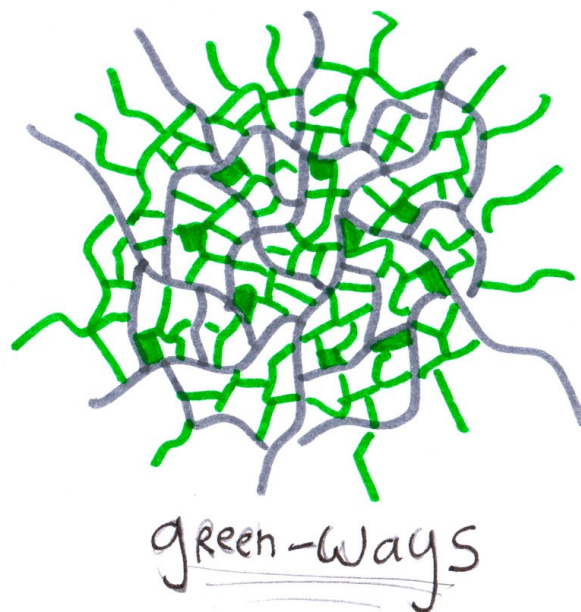
2. Green-ways ENGLISH

One idea for greener cities are 'green-ways' these are street-like patches of grass and nature connected to each other. These paths may lead to grass fields and are connected to the nature from outside the city.

In this picture you see how the city could look from above,
It is not that clear, but green lines go across the town connecting each other.



Here, in this drawing you can see the green-ways more clearly:



3. Raised Cities

Another concept is the raised city. These are megacities lifted into the air with strong poles. This way nature can exist under the city as well. Animals can go from place to place, without crossing the city. Raised railways and/or highways can connect the cities.

Notice how the buildings are stacked, in a pyramid-like fashion.



Translucent domes can be created to give light to the nature under the city.



This is how the city and its translucent domes, can look like from above. However, maybe it is better if the domes would be a lot smaller and more spread around the city.



4.Fire Safety

Disclaimer: I am not a fire safety expert. I have no training and study in city planning, architecture and safety. I'm an artist having ideas about fire safety concerning mega-buildings.

4.1 Here are some ideas that could improve fire safety:

4.1.1. Masks, and oxygen tanks. Multiple for each individual and space. There can be fire blankets and fire extinguishers as well. However keep in mind oxygen tanks are a fire-hazard in themselves.

4.1.2. Fortified safe rooms, providing shelter in case of fire and/or other emergencies.

4.1.3. Guiding lights that activate when there is a fire and reflectors, guiding people to the fire exits or safe rooms. Electricity can be decentralized as much as possible and/or there can be back up batteries and/or generators. These can power the guiding lights.

4.1.4. Sprinklers to put out the fire. There can be stairs and ladders, as elevators can not be used during a fire or other emergencies.

4.1.5. There can be special emergency elevators that work with strong ropes, that only can go downwards, the same way small escape ships are used on large ships.

4.1.6. Doors that close automatically blocking fire and oxygen, however they can be pushed open easily.

4.1.7. In this possible future people will live in giant buildings with hundreds of homes and businesses. So if there is a fire alarm, it should notify the fire brigade in which part of the building the fire is located. Each mega-building can be so huge, each building will have their own fire brigade. A skyscraper could be so vast, it can have multiple fire stations.

4.1.8. There can be a computer voice, alongside the alarm telling people to exit calmly during a fire or emergency, and where the fire is located. This way people will know which space to avoid.

The script of the voice could look like this:

"Please, leave the building calmly through the fire exit. Fire detected at Edison-Building Room A56-H. Do not gather your belongings. Leave immediately. Fire detected at Edison-Building Room A56-H, Please Leave." Then the voice repeats itself.

There can be fire drills two times a year or more.

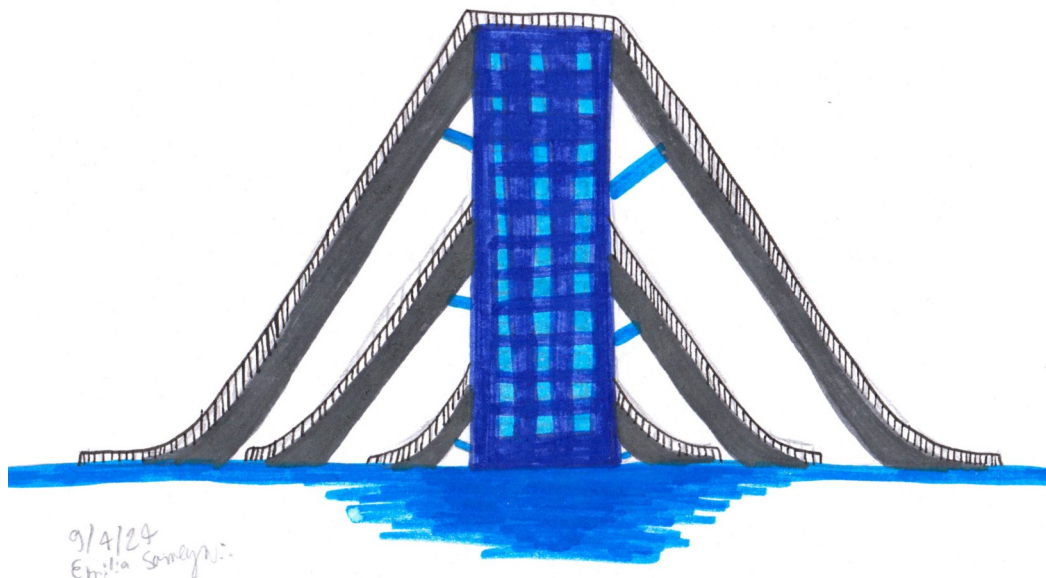
4.1.9. If people consent, they can wear trackers, that can be activated manually, or activate during an emergency. These can help emergency personnel, telling them where possible victims are.

These trackers must be consensual, every individual must decide for themselves, if they want to use said trackers.

4.2 Escaping Emergencies

4.2.1 Ramp

I drew some ideas to escape from emergencies like fire. Here you can see ramps that lead people outside. However these ramps might be too steep.



4.2.2 Escape Tube



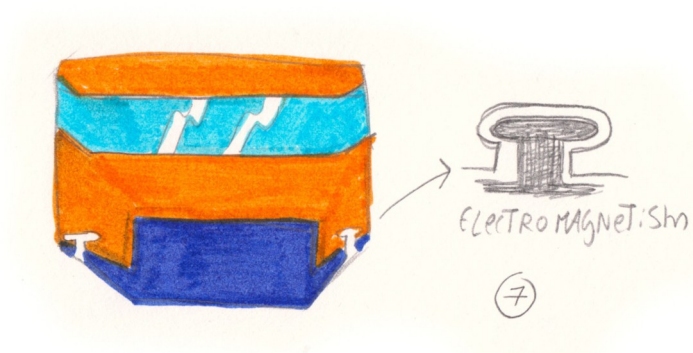
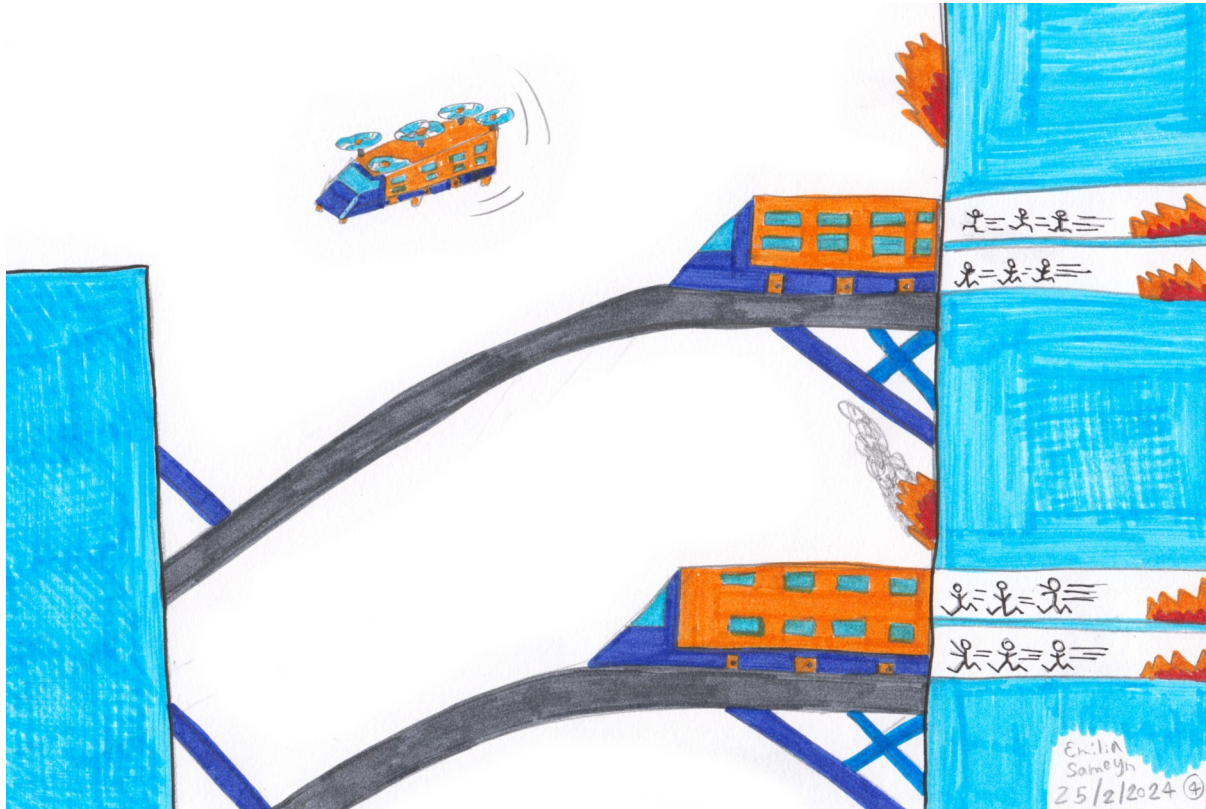
In the drawing above we see tubes, hallways to escape the building when there is a fire or another emergency. The roofs can have landing spaces for helicopters that can bring emergency personnel. Note: there are no stairs so wheelchair users can escape.

4.2.3 HeliWagons



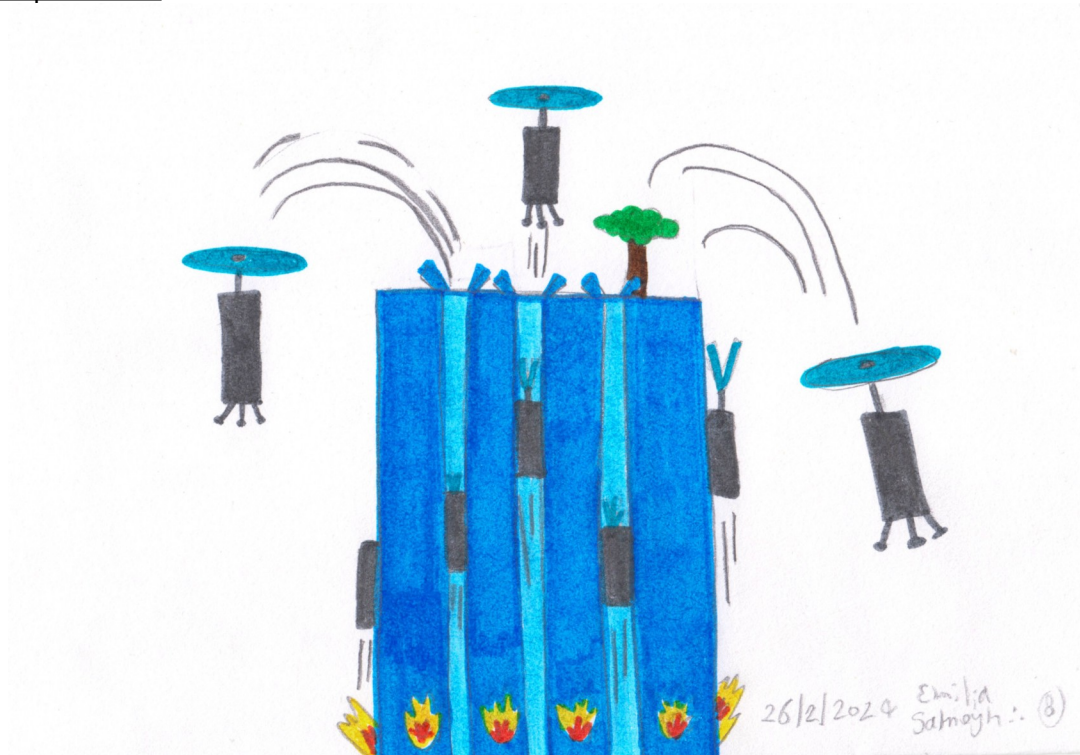
There could be wagons on rails to leave the building. These wagons will also stand on the roof and be able to fly off the roof, using propellers. These escape vehicles are called: HeliWagons.

The reason we use propellers is because they will still slowdown a descent or fall if the vehicle has no power. The wind will cause the propellers to spin, slowing it down.
For the other HeliWagons; the rails could lead it to the ground or towards other buildings.



The Heliwagons on the rails could be pushed forward with electromagnetism.

4.2.4 Coptercans



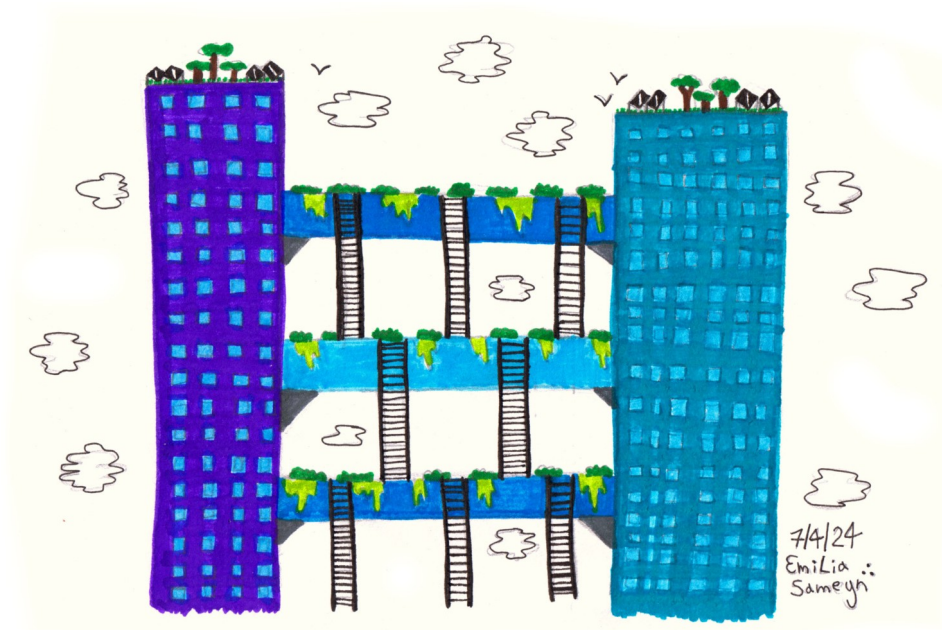
Another way people could escape the buildings are elevators that can bring people downwards to the ground, or upwards to fly away. These elevators will also fly using propellers. We could call these elevators: coptercans.

Because in my drawings, they are somewhat can-shaped. Of course these vehicles can have any other shape that could improve safety. The coptercans can be found almost anywhere in the mega-buildings. During an emergency, the coptercans can be ejected outwards through a tube, as is seen on the first drawing. There can also be coptercans at the edge of the mega-building. People from inside the building can enter these elevators to go to the ground, or to the roof to fly away.



4.2.5 Ladders

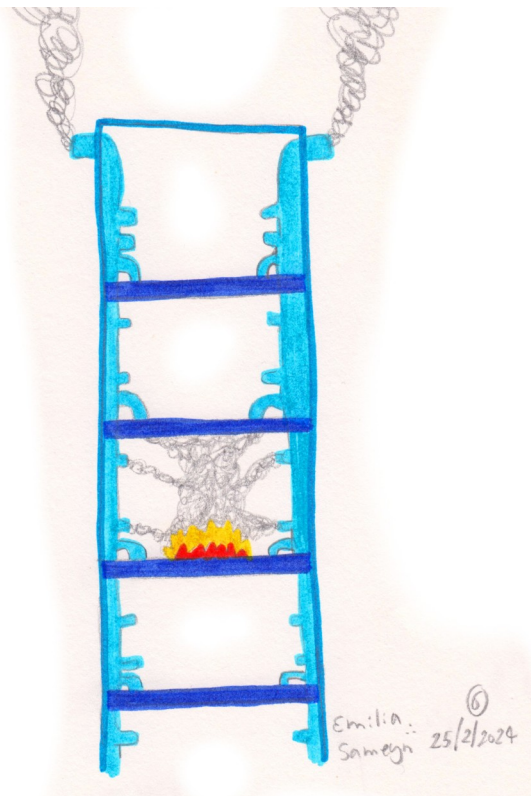
4.2.5 Ladders



Ladders outside might provide an escape, in case there is an emergency. The ladders can be used by able-bodied people. People with disabilities can use ramps and elevators as previously described.



Inside there will be ladders and ramps as well. This will help people escape downwards, or upwards to be picked up by a helicopter, or to enter a heliwagon, that is always present on the roofs.



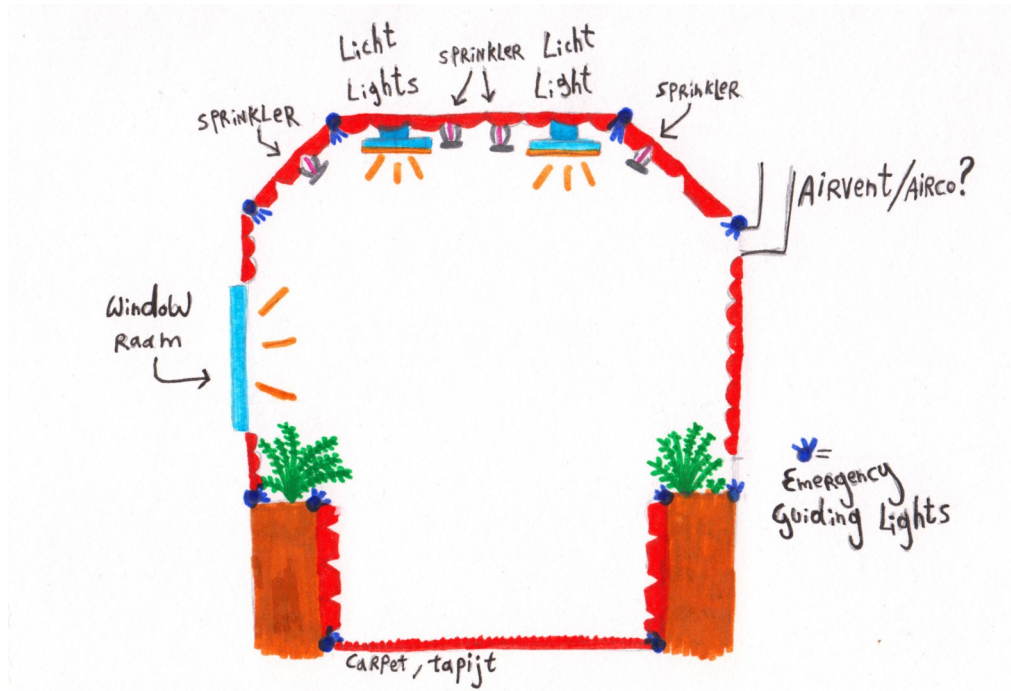
4.3 Removing Smoke

The mega-buildings could have tubes and ventilation systems to remove smoke when there are fires. These ventilation systems could perhaps remove oxygen to end the fire. If this happens, it should happen safely without harming the people inside.

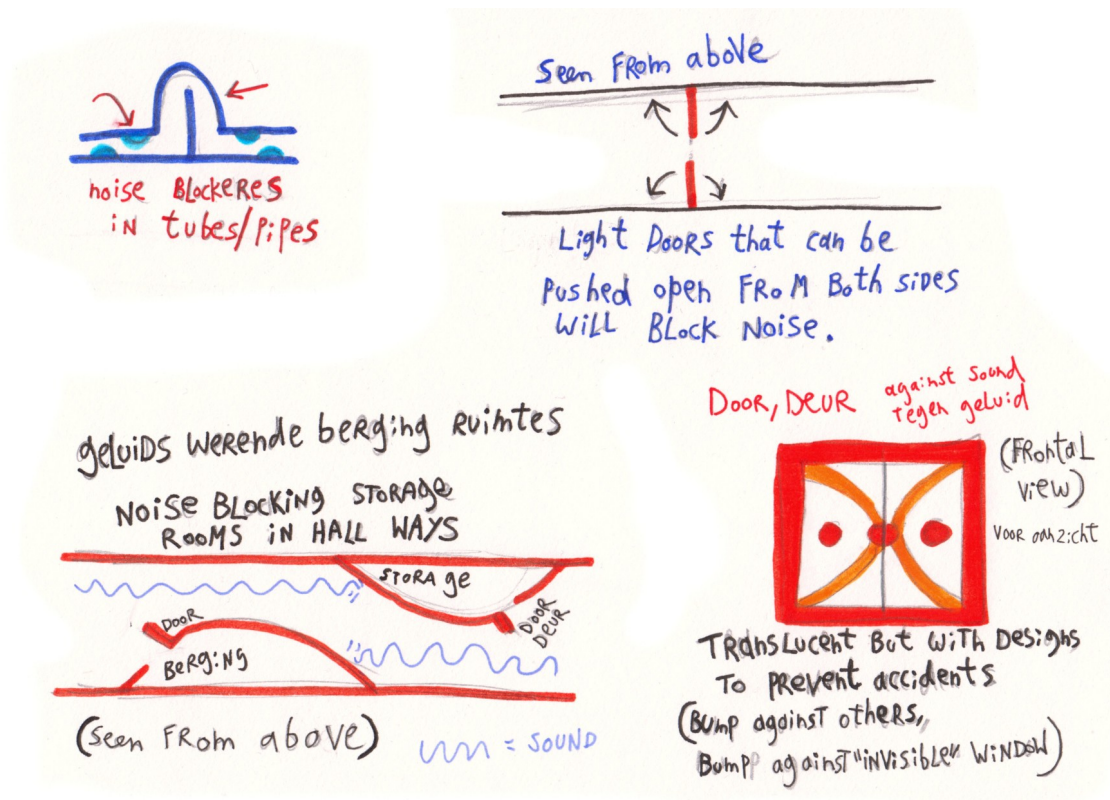
5. Interior Design

In the drawing below we see a design for the hallways. A similar design can be used for the rooms, as well. We see the hallway has six corners, instead of four. This is to soften the noise. There will be many protrusions to cancel noise. These protrusions can be soft. There will be sprinklers and lights of course. There will be guiding lights as well, in case there is a fire and too much smoke. The light can have different colours, for each kind of corner.

Perhaps the lights can be activated each night, or twice a week, so people are familiar with them and know which kind of light signifies which corner. There can be air con and air vents as well. The halls will have many windows and a lot of plants for oxygen. The floors can have carpets to block noise.



In the next illustration, below. We see more ideas to soften and block noise in the mega-buildings. It is known tubes and pipes can carry sound very easily. The same way flutes and organ pipes can make noise. So, perhaps, pipes and tubes could have bends with a little "wall" to block noise, of course this little wall will have an opening to let through cables, liquids and whatever else one uses tubes for. The tubes and pipes could have little bumps inside, softening or blocking noise.

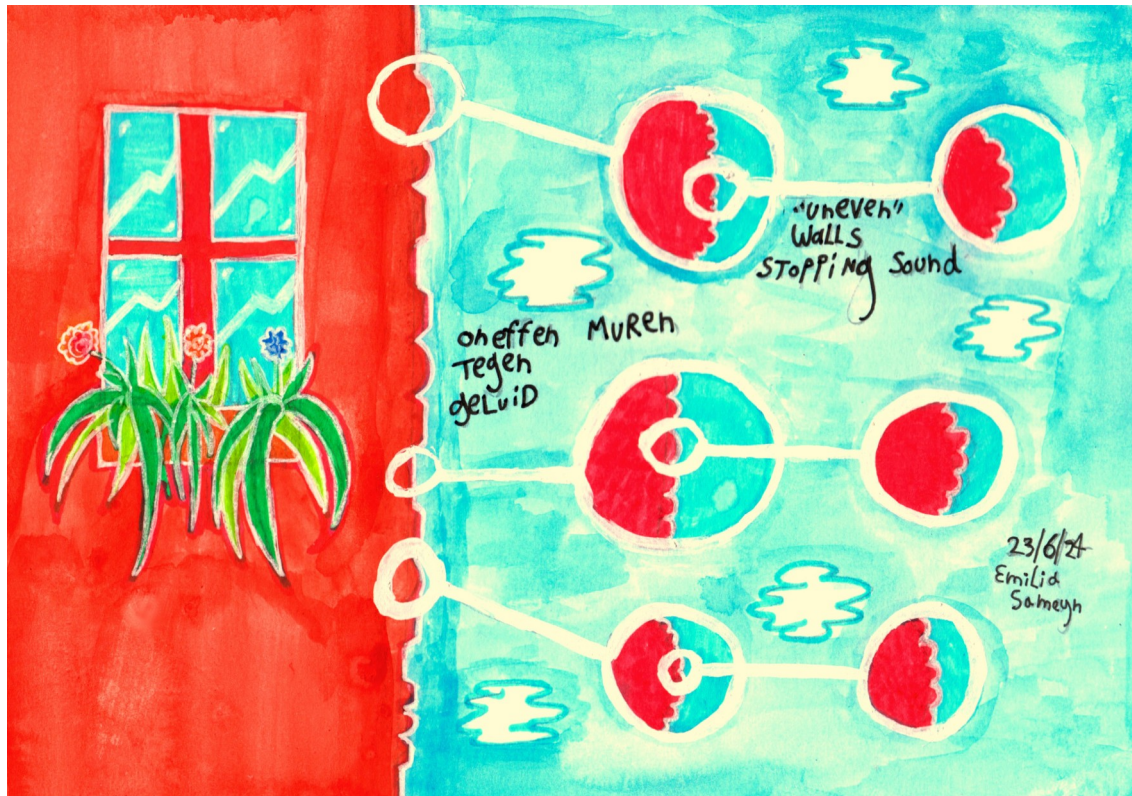


The hallways can have storage rooms that are 'big bumps' in the walls, creating a slightly curved path. These protruding storage rooms will block sound. Translucent doors will stop noise as well. The doors can be pushed open from both sides. They are translucent to avoid accidents. What if someone was behind the doors and you could not see them? Some people walk against glass doors because they are almost invisible. These doors will have nice patterns to prevent people from walking against them.

6. Exterior Design



These are some ideas about how the outside of the mega-buildings could be made. The walls can have protrusions outside against sound. The windows will be triple glass, This will work as isolation, and protect against noise from outside. At the windows there will be flowers for the bees.



The walls will have different kind of bumps spread across its surface, on the bumps itself, will be smaller bumps, and on those even smaller bumps. Through this method noise pollution will softened and cancelled as much as possible.

7. Cleaning the Air with Algae

Air pollution contributes to climate change and creates unhealthy environments for the people. Perhaps algae can be used to filter out the pollutants and provide humanity with oxygen.

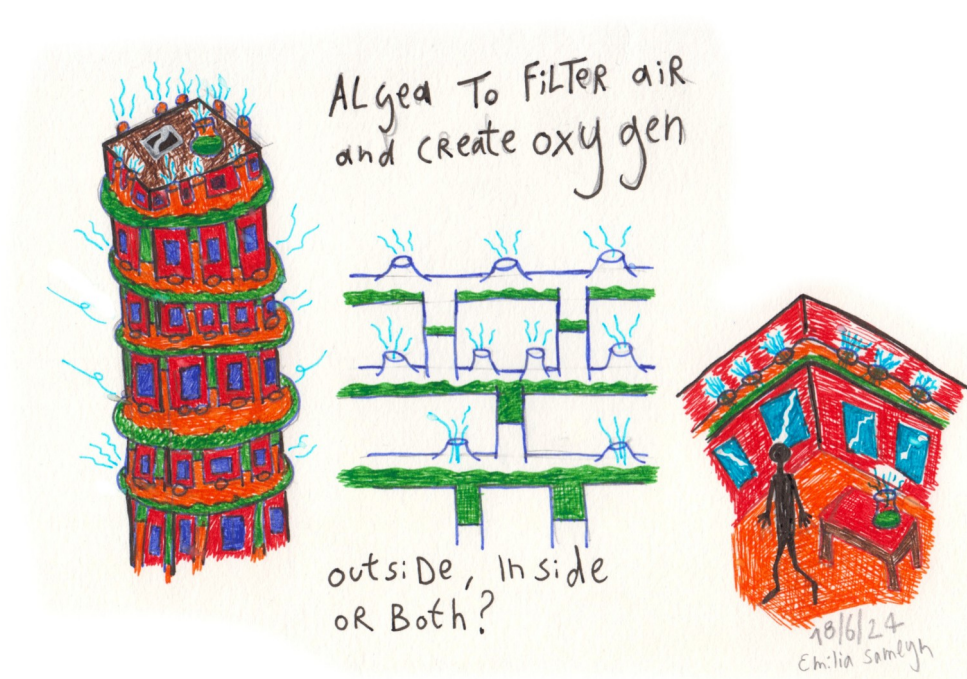
There can be 'algae tubes' inside and outside buildings, cleaning the air.

It will have holes in it, or some ventilation system to let in air, and let out the oxygen.

Another idea is that each part of a building could have their own 'algae vat' connected to a ventilation system.

Each mega-building could have their own algae factory. These factories will filter the air, using said algae, but also cultivate these algae to process it into food. The Algae could be made into animal feed as well.

The algae *Spirulina platensis* can be a great species for these goals.



8. Underground City

Each Mega-city could have underground hallways or an underground mega-city. These hallways or underground city could serve as a 'back up' and safe place, where inhabitants can flee, temporary or permanently.

I believe it would be better if these underground megacities would not be directly underneath the above-ground city. This way the underground city can survive if the above-ground city gets bombed or attacked. The underground could perhaps save people from a meteor impact. The underground city could be so deep underground, it could survive a nuclear attack.

The underground city can have maze like halls, to confuse enemy soldiers. A pipe for fresh air connected to the ventilation system can be hidden in a forest. There can be plants underground to provide fresh air to the inhabitants. Algae could be used for this goal as well. There could even be underground farms; cultivating food and breeding livestock.



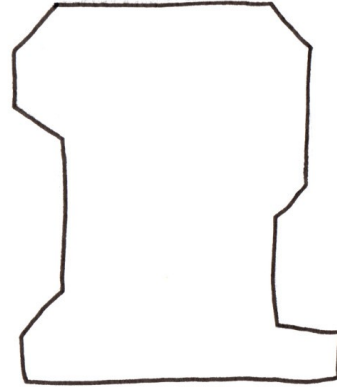
In this drawing, one mega-city leads to two different but connected underground cities.

9. Implying shapes in buildings

When writing this second essay about the ideal city, I thought it would be interesting to draw, design, a 'two' shaped building. However, buildings with abstract, complex shapes in the air can be dangerous, especially for window cleaners. As seen here in these pictures; these window cleaners were dangling helplessly during a storm, it was a dangerous situation indeed.



Instead, abstract and complex shapes can be shown and suggested using slight protrusions and paint. The general shapes of the buildings will still be cubes and square rectangular prisms, (like box) but with small protuberances and different colours to imply other forms. Like my "two-shaped" building, you can see the "two" but the building is mainly a rectangular prism.



10. Ending

There we have it. My second part about the ideal cities of the future. Maybe these ideas can be implemented, maybe my ideas are wrong. But at least they are here to be used. Perhaps these ideas can be used for fiction. What does your ideal world look like?